ARCTIC™ THUNDER

TEEN
T
CONTENT RATED BY ESRB

MIDWAY®

WARNING: READ BEFORE USING YOUR PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
Do not bend it, crush it or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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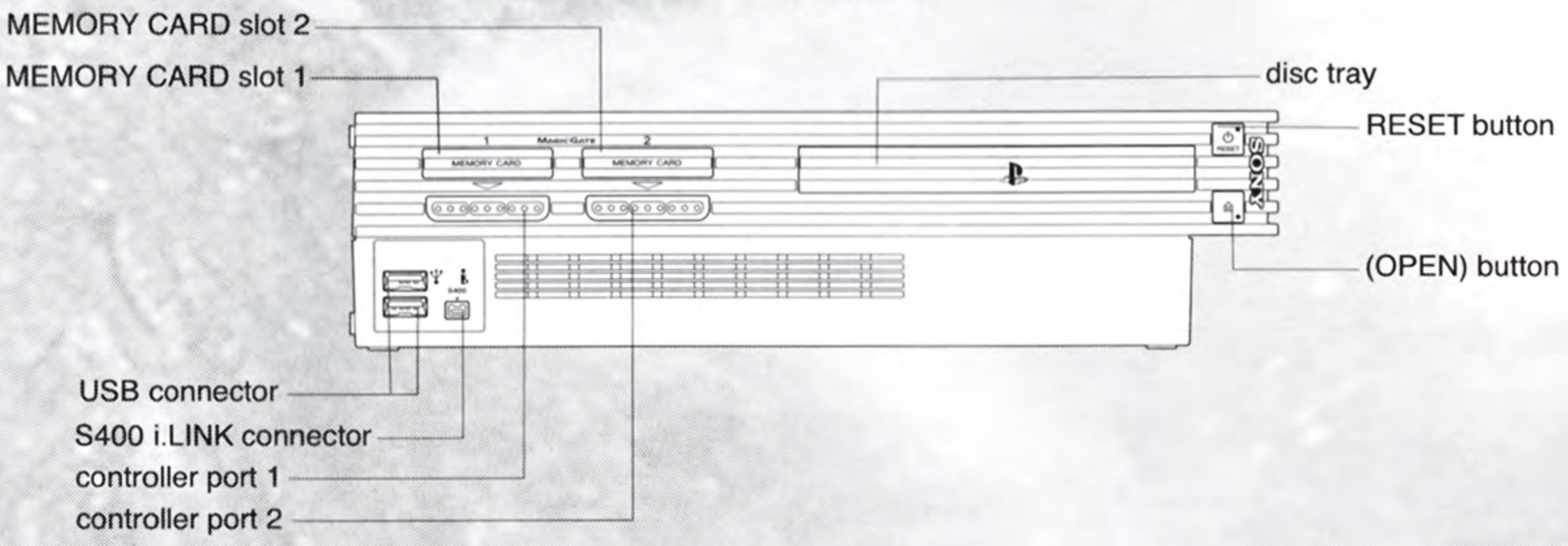
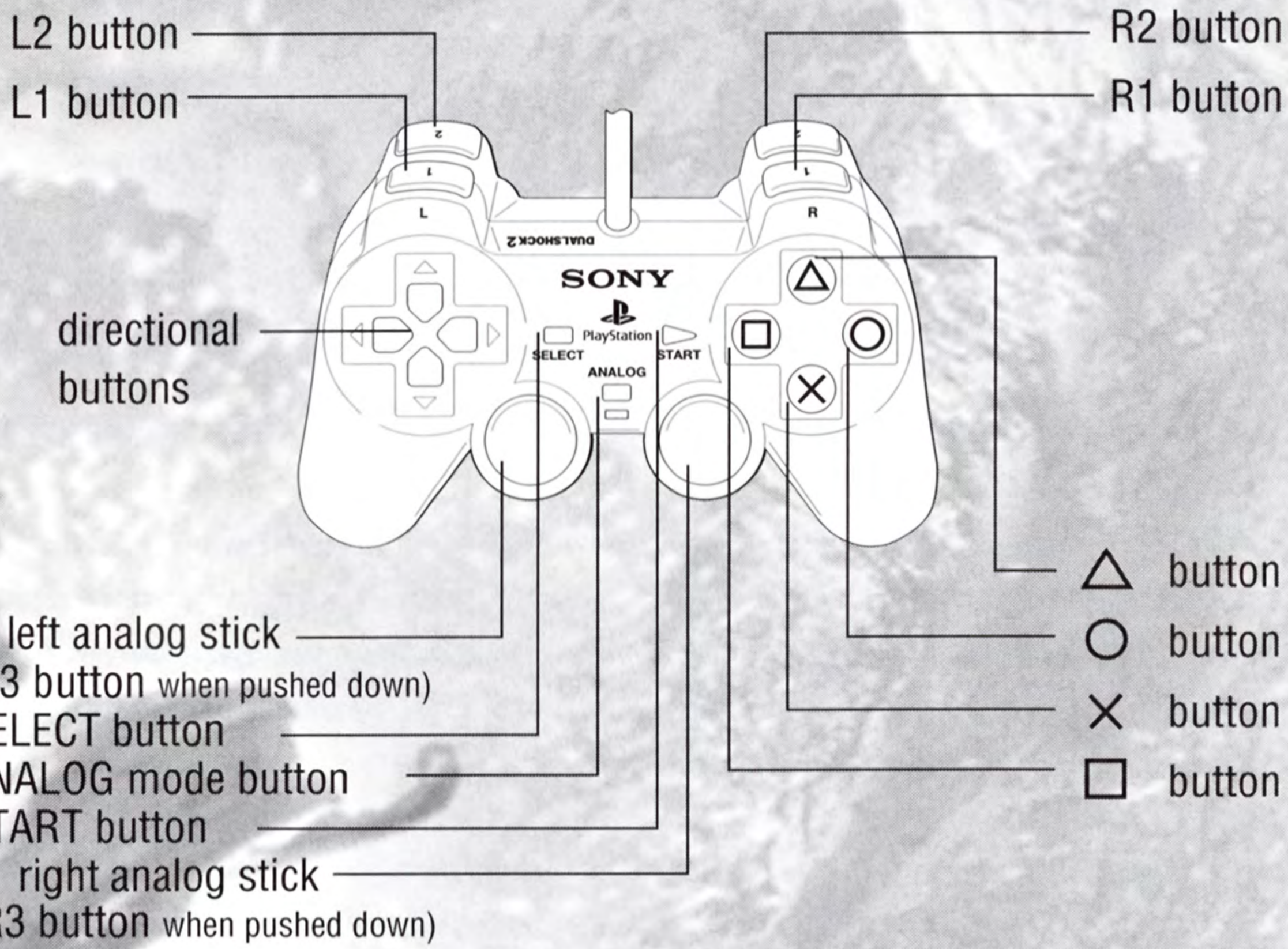
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the (Arctic Thunder™) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Take a moment to familiarize yourself with the button layout of your DUALSHOCK™2 analog controller. These buttons will be referred to throughout this Instruction Manual. Please see the following pages for the default game controls as well as how to navigate through the game's menus.

GAME CONTROLS

DEFAULT GAME CONTROLS

STEER SNOWMOBILE - Left analog stick or directional buttons
GAS - ⊗ button
BRAKE / SPECIAL HANDLING - L2 button or R2 button
TARGET ENEMY - △ button
FIRE WEAPON - L1 button or R1 button
CHANGE WEAPON (Battle Mode Only) - ▣ button
CHANGE VIEW (3 views to choose from) - SELECT button
TOGGLE HUD (Heads Up Display) - ◉ button

If you wish, you can change the control settings in the game's Options Menu (see Page 12).

MENU NAVIGATION

Arctic Thunder contains a number of menus. To navigate through a menu, highlight your selection using the directional buttons or left analog stick. To access a sub-menu and continue to the next screen, press the ⊗ button. To go back to the previous screen, press the △ button.

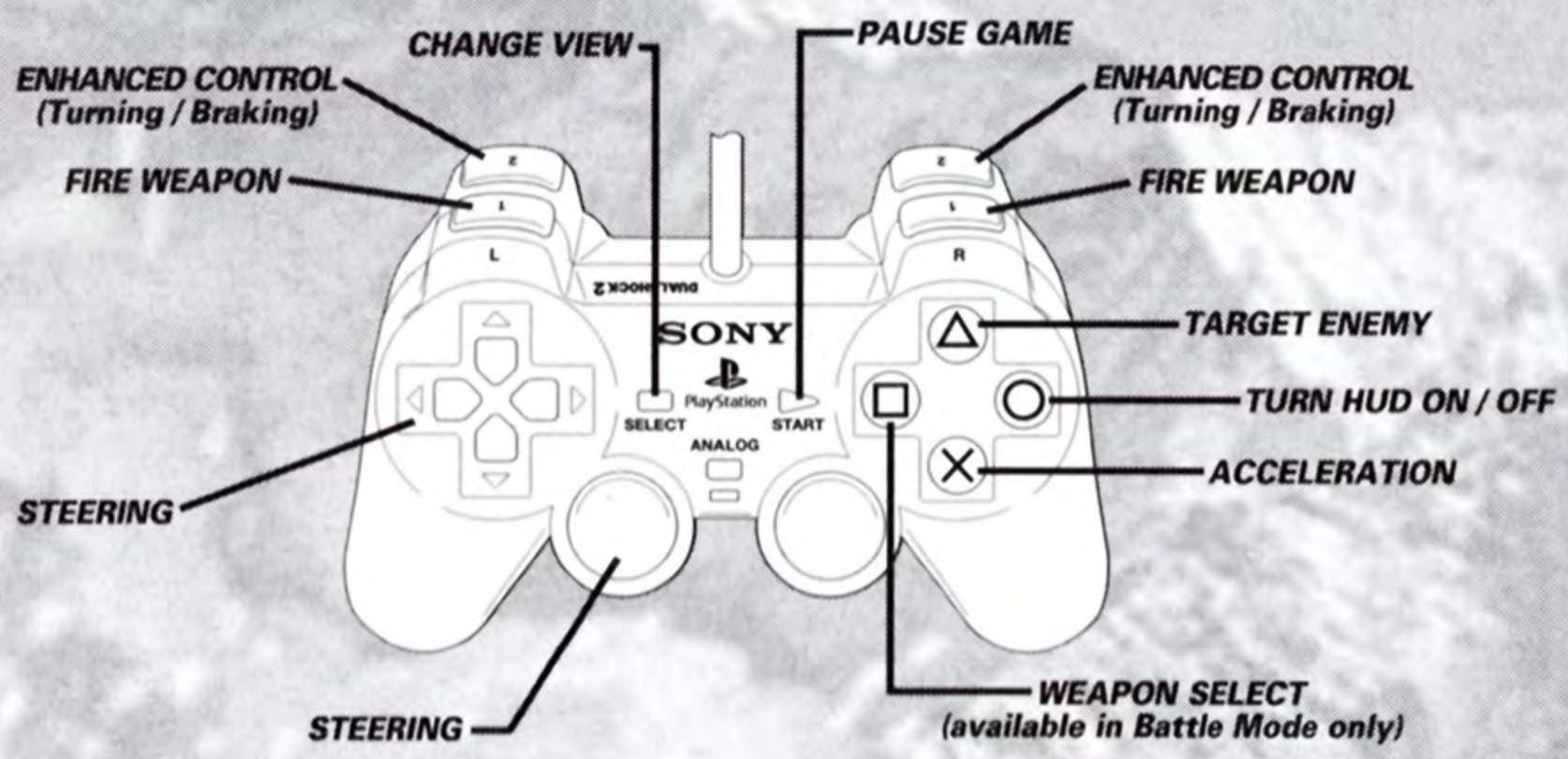
ENTERING INITIALS AND NAMES

Some screens in Arctic Thunder allow you to enter names or initials, depending on the type of screen. To enter a name or your initials, use the directional buttons or left analog stick to highlight the letter or character. Next, press the ⊗ button to lock in the letter or character you selected. If necessary, you can press the ▣ button to go back a space. Continue doing this until you have completed your entry. To continue, highlight END and press the ⊗ button.

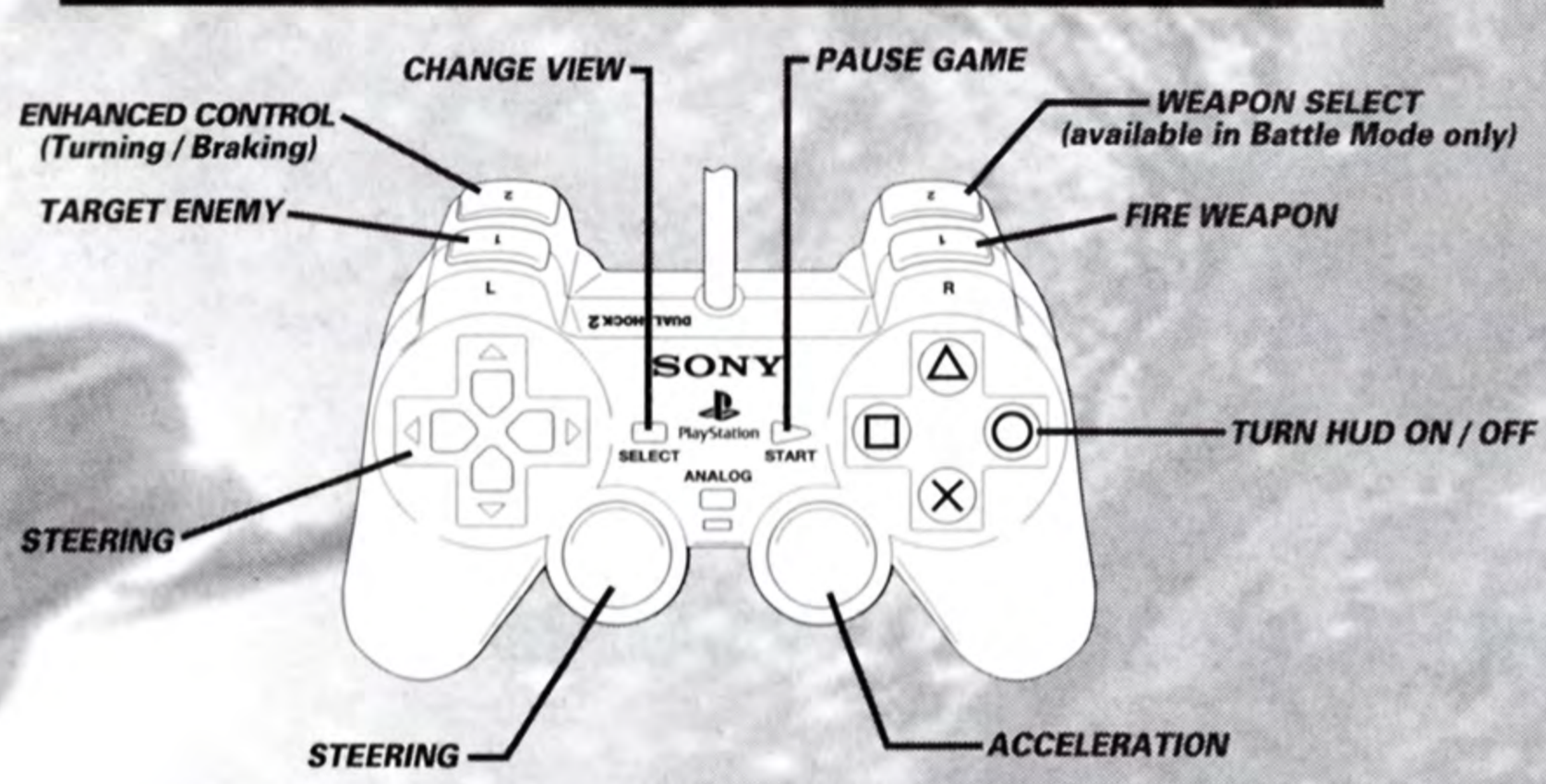
GAME CONTROLS

Here are the three possible Controller Configurations you can choose from in the Options Menu.

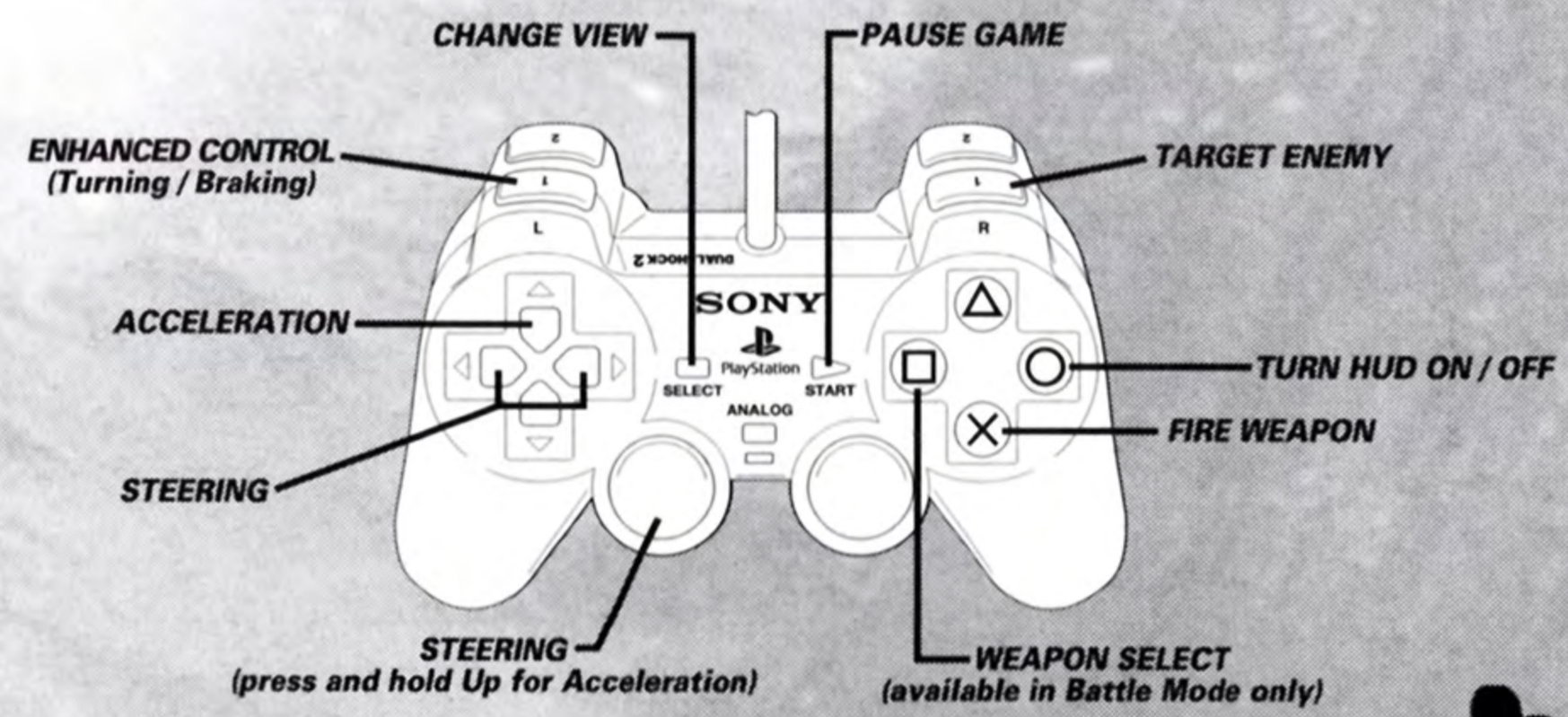
CONTROLLER CONFIGURATION 1



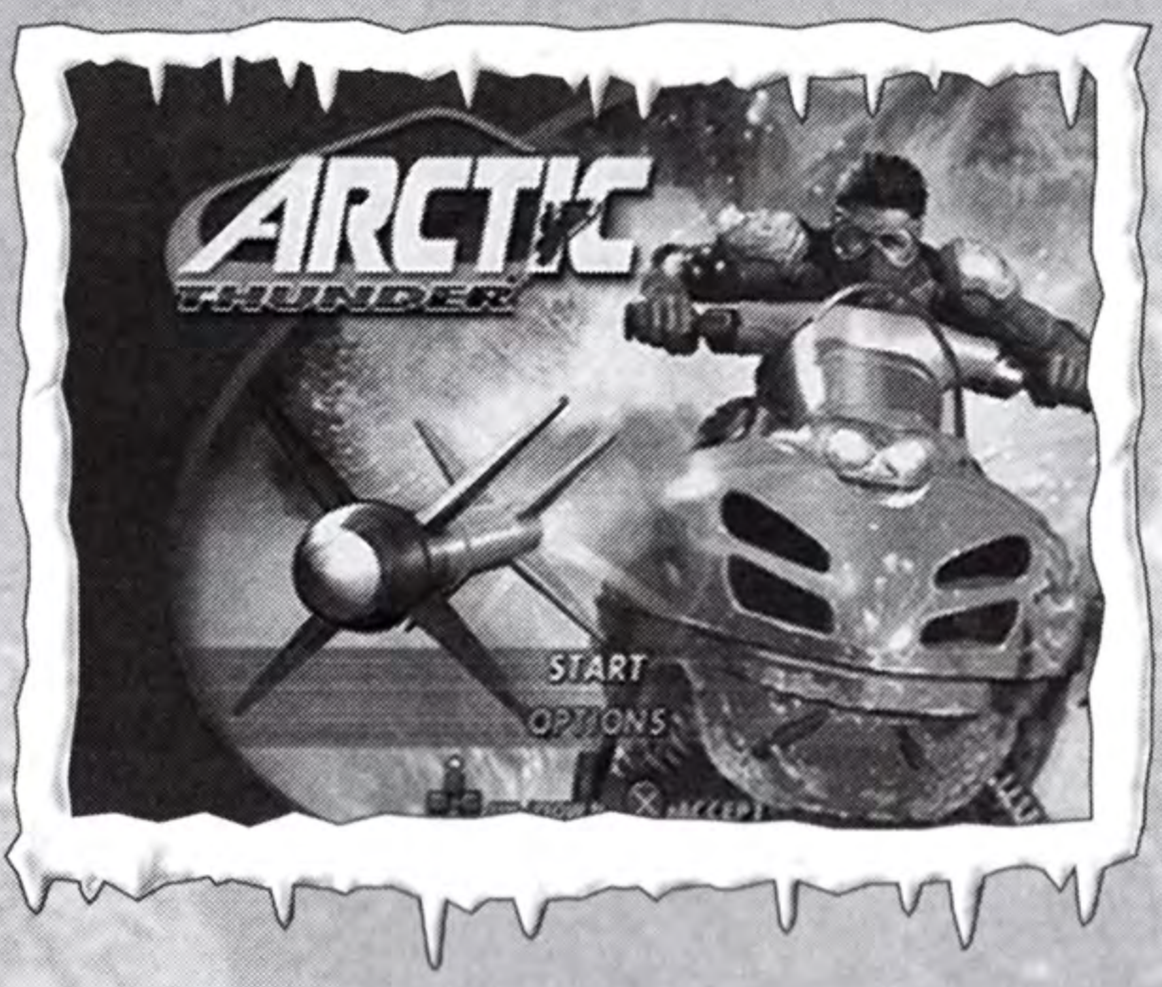
CONTROLLER CONFIGURATION 2



CONTROLLER CONFIGURATION 3



GAME MODES



At the Main Menu (the game's Title Screen), highlight START and press the ⊗ button to continue. This will take you into the Mode Select Menu. Here's a breakdown of how each game mode works.

RACE

Race Mode challenges you to finish a race in First Place. You will win Gold, Silver and Bronze Medals for finishing a race in 1st, 2nd and 3rd Place, respectively. For each gold medal you win, you will be give a special code to be used to unlock features. If you collect all of the gold medals in the game, you will unlock a hidden character with maxed-out attributes.

NOTE: If you race in Easy Mode (see Options, Page 9), you will not be able to collect Gold Medals.

POINTS

When racing in Points Mode, you will earn points by collecting power-ups, performing tricks and by taking out your opponents. The points you collect can be used in the Upgrade Shop to upgrade a rider's attributes, snowmobile performance and to unlock hidden tracks and riders.

BATTLE

Battle Mode is a 2-Player game mode where the object is to earn the most kills by destroying your opponent. Each frozen arena is filled with power-ups.

GAME MODES

TRAINING

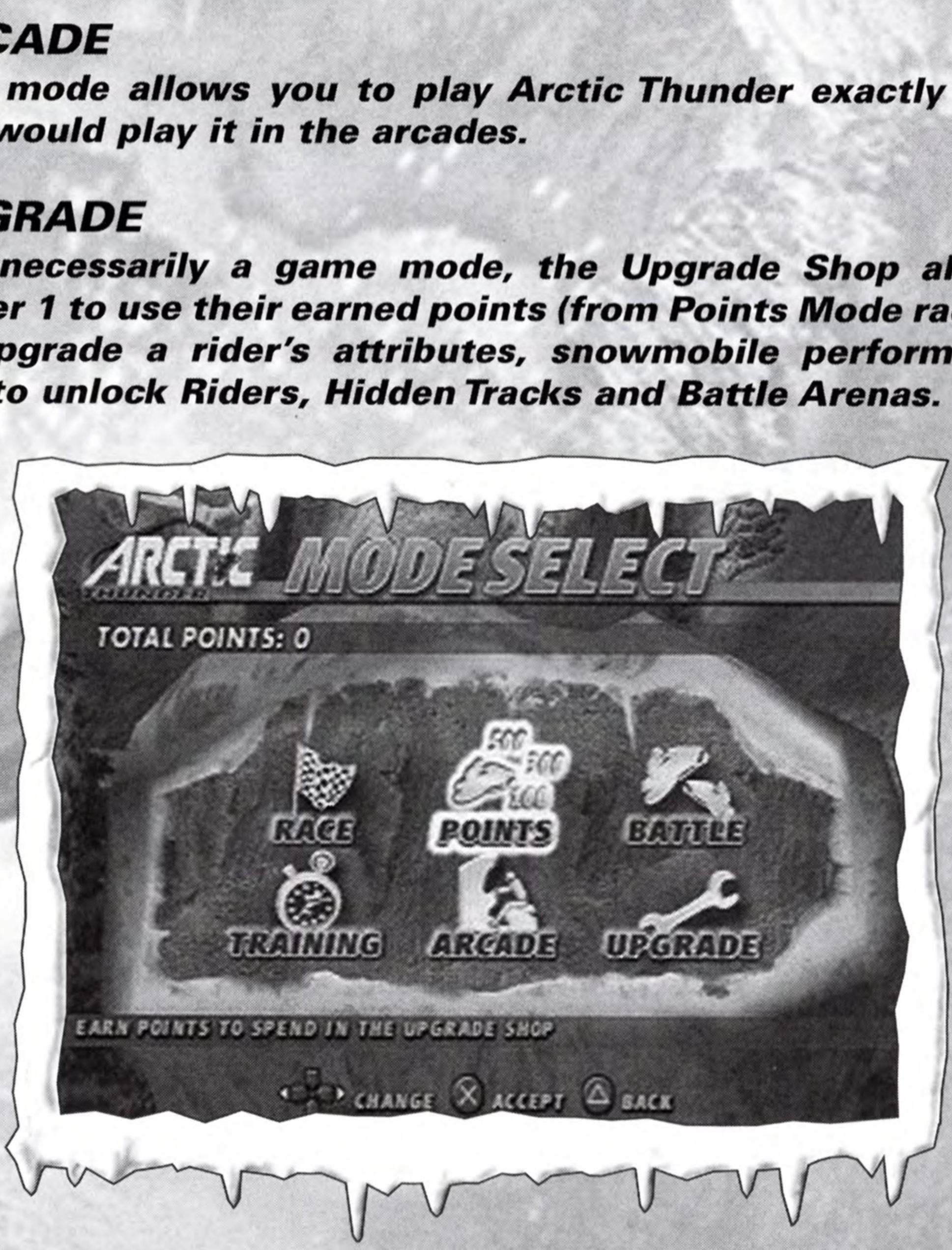
Use Training Mode to learn the tracks before you compete on them. You can practice on each track without racing against opponents. This is an excellent way to learn where shortcuts and other hidden items are.

ARCADE

This mode allows you to play Arctic Thunder exactly how you would play it in the arcades.

UPGRADE

Not necessarily a game mode, the Upgrade Shop allows Player 1 to use their earned points (from Points Mode racing) to upgrade a rider's attributes, snowmobile performance and to unlock Riders, Hidden Tracks and Battle Arenas.



OPTIONS MENU

At the Main Menu (the game's Title Screen), highlight OPTIONS and press the ⊗ button. The Options Menu allows you to customize certain features in the game. To change options, highlight the option to be changed by pressing Up or Down on the directional buttons. Next, press Left or Right on the directional buttons to change the option. When you are finished, press the ⊗ button to accept the changes or press the △ button to return to the previous screen.

GAME OPTIONS

These options adjust game settings only.

DIFFICULTY

Select from Easy, Normal or Hard. This setting controls the difficulty (skill level) of your computer-controlled opponents during a race.

BATTLE TYPE

This setting controls how long it will take to finish a round in Battle Mode. You can set the round time by choosing 2, 5 or 10 minutes. You can also choose to end the match by determining how many kills a player must score before being declared the winner. Your kill count can be set for 5, 10 or 20 kills.

SPLIT SCREEN

When playing the game with two players, the screen will have to be split in order for both players to see what's going on. This option allows you to choose how you want the screen to be split. The Vertical setting has each player's screen side by side. The Horizontal setting has Player 1 on the top of the screen and Player 2 on the bottom.

OPTIONS MENU

SYSTEM OPTIONS

System Options are options that adjust settings that are not related to the game's features.

AUDIO SUBMENU

This allows you to adjust the volume levels of the audio features in the game. You can change the audio from Stereo (both speakers) to Mono (one speaker) as well as adjust the Main Volume and the volumes of the sound effects (SFX) and background music.

SAVE/LOAD

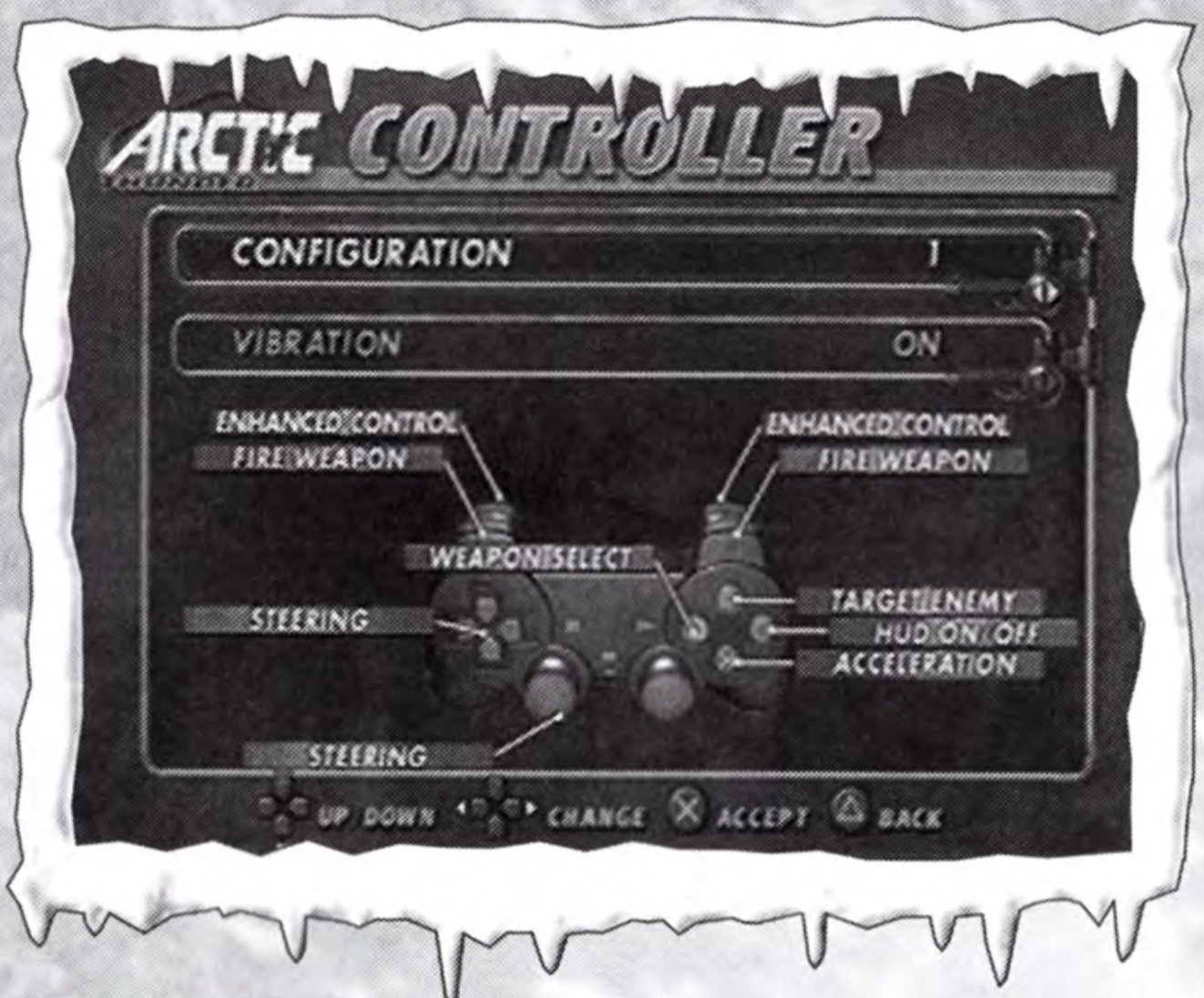
This is where you can load and save all of your Arctic Thunder information (provided you have a MEMORY CARD (8MB)(PlayStation®2) inserted). To load game data, highlight the LOAD bar and select which MEMORY CARD slot (1 or 2) you want to load your data from. This will determine what memory card you will save data to as well. To save your stats from the game, highlight the Save bar and press the ⊗ button. You can also load your stats by pressing Left or Right on the directional buttons to toggle between Save and Load. Select load and press the ⊗ button.

NOTE: Player 2 can only load data from a MEMORY CARD. Player 2 is unable to save any game data. Player 1 is able to save and load to a MEMORY CARD.

OPTIONS MENU

CONFIGURE CONTROLLER

You can change the configuration of your controller in this sub-menu. There are three configurations you can choose from. To change the configuration, press Left or Right on the directional buttons to cycle through each configuration (see Page 6 for a layout of each controller configuration). Pay attention to the screen to see what buttons will correspond with what actions! You may also turn the Vibration Function On or Off as well. Remember that both Player 1 and 2 must enter their respective configuration menu in order to change their controller's configuration. When you're all set, press the ⊗ button to continue.



EXTRAS

The Extras sub-menu allows you to view the game's credits. This is where you can see the names of the people at Midway and Inland Productions who brought you this game.

BEFORE A RACE

After you have selected your game mode, you must select how many players will be in the upcoming race. Select from a 1 Player or 2 Player game and press the ⊗ button to continue. Next, each player can select their rider.

RIDER SELECTION

Arctic Thunder features 6 unique and unusual characters to race with. Although there are 6 riders to select from at first, the more you play the game, the more riders you will unlock. You can unlock riders by spending points in the Upgrade Shop (remember that points are earned in Points Mode games).

To select a rider, press Left or Right on the directional buttons to cycle through each rider and their snowmobile. In Race Mode and Points Mode, the stats for the current rider appear along the right side of the screen. Along the bottom of the screen, you will see stats for the sled. These stats can be increased by spending points in the Upgrade Shop. For Arcade Mode, the stats for sleds and riders cannot be upgraded and are the same every time you play a race in this mode. At the bottom of the screen you can see the stats of each rider. These stats can be increased by spending points in the Upgrade Shop.

Arcade Mode screen shown.

When you have found the rider you want to use, press the ⊗ button to continue.

HINT: You can change a rider's snowmobile before you select the rider. When you view a rider (before you select them), press the L1 or R1 buttons to change their snowmobile. When you've found the snowmobile you want to use, press the ⊗ button to continue.

BEFORE A RACE

TRACK SELECTION

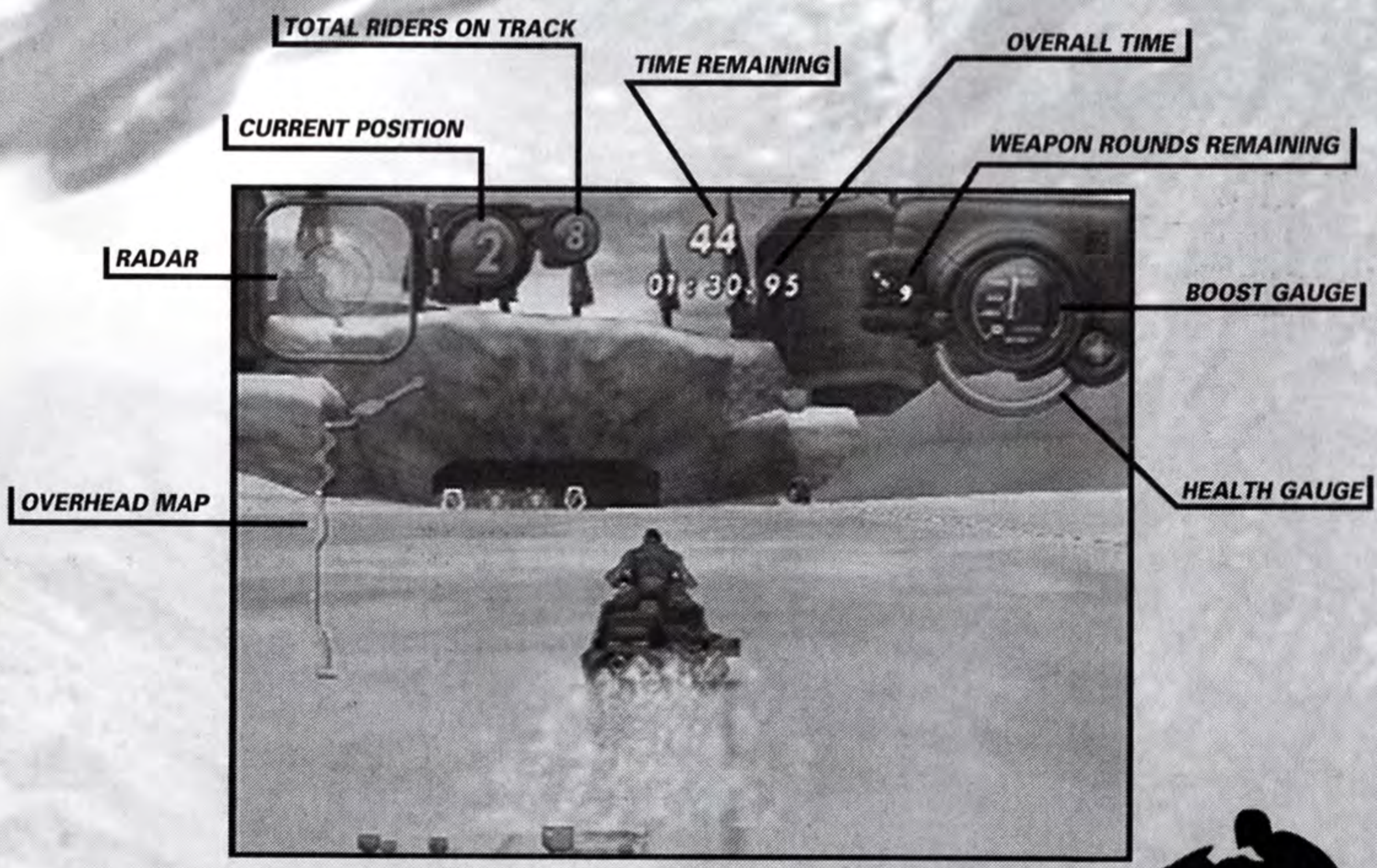
Selecting a track is done in the same way as selecting a rider. At first there are 6 tracks you can choose from. The more points you earn, the more tracks you will unlock. Each track has its own difficulty rating. This is based not only on how difficult a track is physically, but also how tough your opponents will be to beat. When choosing a track, check out the track layout at the bottom of the screen. It will give you an overhead view of what the track looks like.

HEADS UP DISPLAY

Arctic Thunder isn't your standard racing game. The goal is still to cross the finish line first, but along the way you have the ability to take out your opponents by using weapons. It won't be an easy ride though. The competition is tough and they want a victory just as bad as you do. These next few pages will give you the information you need to know if you are to win a race.

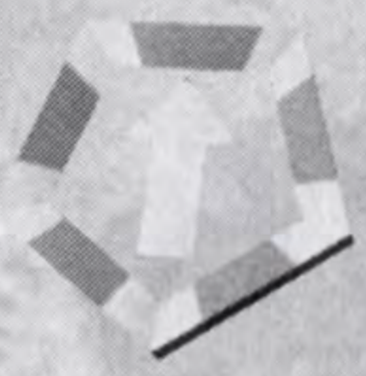
First up is the HUD or Heads Up Display. The HUD contains all the information you're going to need during a race. In the upper left corner, you will find two items. The first item is the Position Indicator which shows what place you are currently in. The other is the Radar, which displays your relative position to other opponents throughout the race. The other racers show up as red arrows, so keep an eye out for them! In the upper right corner, you will find two more items of importance. The first is how many of each type of weapon you have remaining. The other item is your Boost Gauge.

NOTE: Depending on your Controller Configuration (see Page 6), you can turn the HUD On (display) or Off (hide).



POWER-UPS

Scattered throughout each track are tons of power-ups. These bright icons can be used to give you a momentary edge over the competition by equipping your snowmobile with weapons or by giving you protection against the other riders' attacks. Here's a description of what each power-up will do for you when activated.



SUPER BOOST

Gives rider a temporary burst of speed. Collect three Super Boost icons in a row and you'll go so fast you'll leave flames in the snow!

HEALTH

This icon will restore your rider's health. It is recommended that you collect as many of these as you can just to be safe.

GRAPPLING HOOK

When fired, this weapon will knock a rider that does not have a shield activated off of their sled with one hit. If a rider has a shield activated, the Grappling Hook will deactivate the shield.

INVISIBILITY

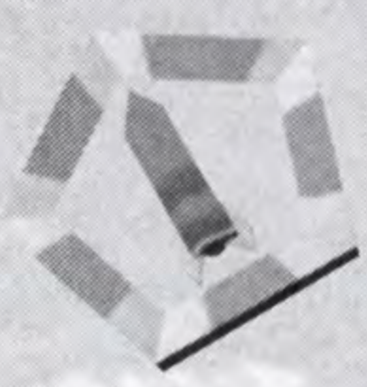
This icon will temporarily render your rider invisible. This provides a few seconds of protection against some attacks.

ATOMIC SNOWBALL

This equips your sled with limited supply of missiles. These missiles can cause some serious damage if enough of them connect with a competitor.

POWER-UPS

PROXIMITY MISSILES

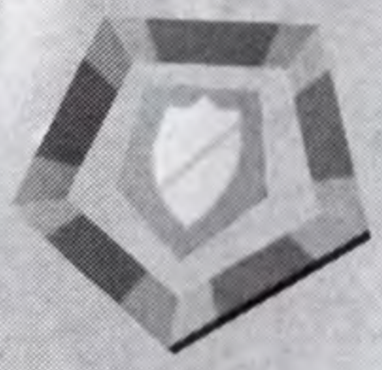


Similar to an Atomic Snowball in appearance, the Proximity Missile will release a massive ball of energy after connecting with a target. The target is destroyed instantly, but anything caught in its blast radius will take damage as well.

ROOSTER TAIL

This defensive weapon will create a temporary blinding spray of snow behind your sled. Try not to get caught behind a sled that has this weapon activated.

SHIELD

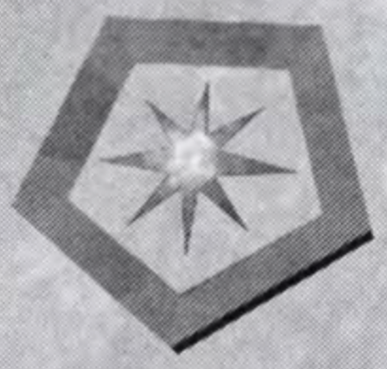


The Shield icon will give your rider a temporary shield to protect them from attacks. The shield won't make you invulnerable, but it will significantly reduce the damage you would normally take from an attack.

SNOW BOMB

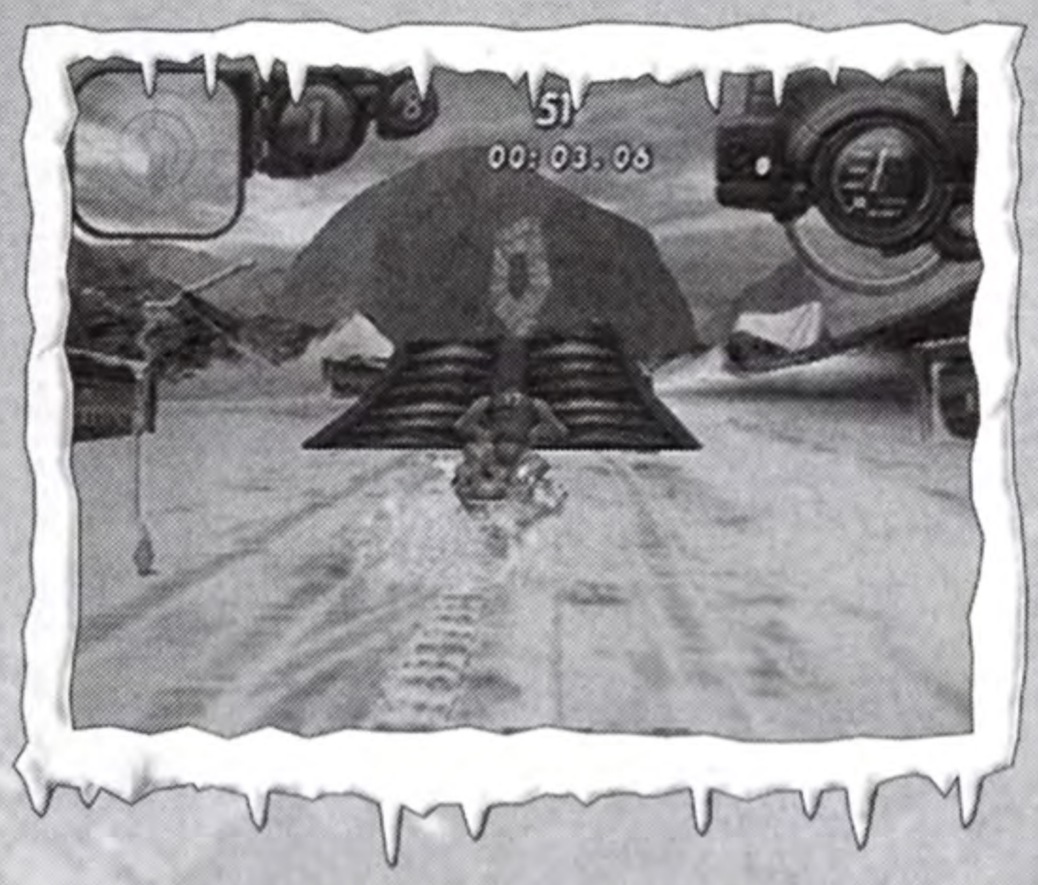
This weapon allows a rider to leave a deadly trail of bombs behind them in the snow. These bombs can be hidden fairly well, so keep your eyes open for them.

SUPER ATTACK



When discharged, this weapon releases a powerful blast of energy. This blast immediately destroys surrounding riders. This is the strongest and possibly the rarest power-up in the game.

DURING A RACE



TRICK ICONS

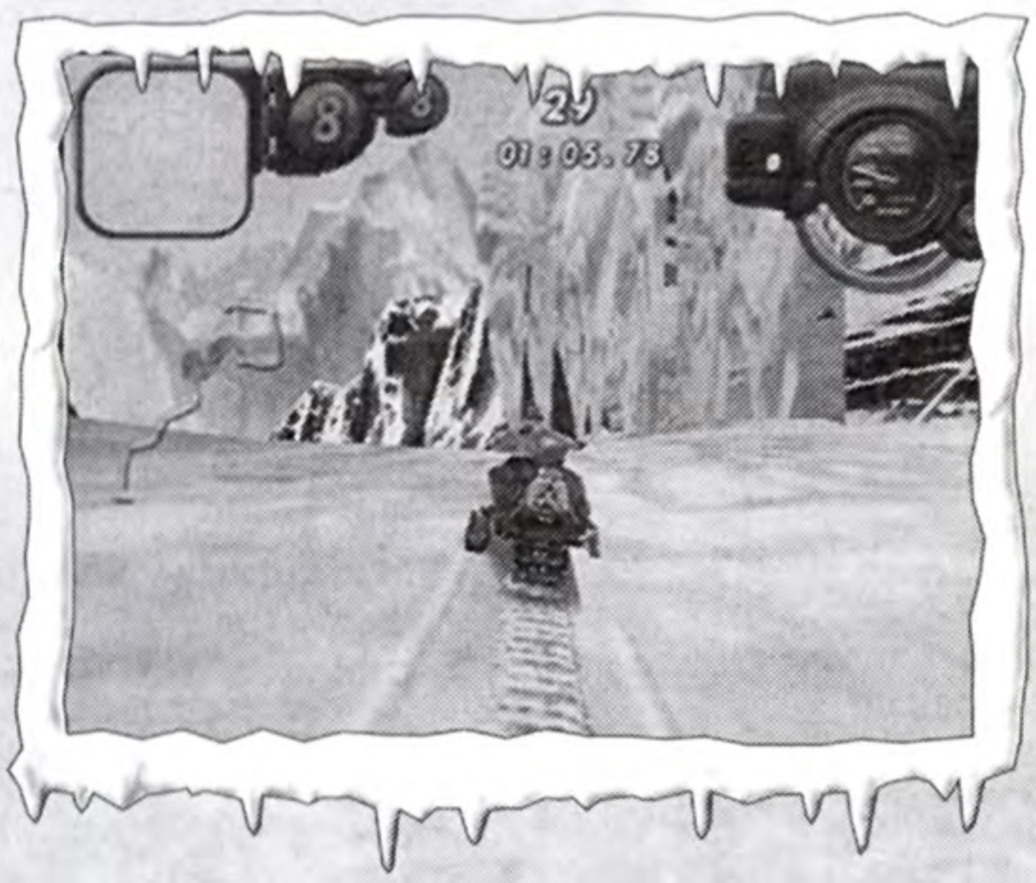
Stunt Ramps are located throughout each course and on those Stunt Ramps are Trick Icons. When you launch off of one and pass through the icon, your rider will perform a stunt. These stunts will give you points as well as enable more power-up icons to appear. These new power-ups will appear in the area where your rider lands.

CHECKPOINTS

During a race, you will notice the timer counting down. This is your Race Timer. If you don't pass the required checkpoint before your time expires, your game will be over. In order to add more time to the Race Timer, you must pass through the checkpoints on the track.

SHORTCUTS

Each track contains a few hidden routes that allow you to jump ahead or keep up with the competition. These shortcuts are hidden pretty well and you need to keep a sharp eye out for them. In addition to going ahead of the pack, shortcuts also benefit you by containing better power-ups. A good way to find each track's shortcuts is to race the track in Training Mode.



Can you find the shortcut in this screen?

UPGRADE SHOP

At the Mode Select Menu, highlight UPGRADE and press the ⊗ button to access the Upgrade Shop.

In order to use the Upgrade Shop, you must have earned points in Points Mode racing. These points are used to upgrade rider attributes, snowmobile performance and to unlock Riders, Hidden Tracks and Battle Arenas. When you have points you want to spend, go to the Upgrade Shop. There are three areas where you can spend points. RIDERS allows you to select specific riders and upgrade their attributes. SLEDS is where you can upgrade the performance of each snowmobile. UNLOCK allows you to use your points to unlock an additional rider or track.

To upgrade attributes or sled performance, highlight the appropriate upgrade area by pressing Left or Right on the directional buttons. Next, press Down on the directional buttons to navigate through each attribute or performance statistic. You will notice the framed box on the left side of the screen. This box features the rider or sled that you will be upgrading. To change the sled or rider, highlight the box and press the ⊗ button to cycle through the different riders. When changing an attribute or statistic, highlight the feature to be changed and press the ⊗ button. Your points will decrease, but the feature will be upgraded. If you are unlocking a rider or track, you will only be able to unlock the displayed rider or track.

NOTE: Only Player 1 can use the Upgrade Shop. Player 1 will only be able to use points collected in a 1 Player Points Mode race.

TWO-PLAYER GAMES

Arctic Thunder allows two players to go head-to-head in everything except the Upgrade Shop. At the Game Mode Menu, choose a game mode to play and press the ⊗ button. Next, select from 1 or 2 Players and press the ⊗ button.

Each player can choose their rider and sled before beginning the game. Player One will go first, followed by Player Two. Either player can select the track. Each game mode is played exactly how it is in a single-player game, but the screen will be split in two sections. To configure your screen, see Page 9 for more information.

BATTLE MODE

If you'd rather fire weapons instead of race, then this game mode's for you! Two players will enter the arena to do battle and only one will emerge the victor. At the Game Mode Menu, highlight BATTLE and press the ⊗ button. After you have selected your riders and a track (or arena) to battle on, press the ⊗ button to begin the mayhem.

During a Battle Mode game, each player can collect numerous power-ups to help defend themselves or destroy the competition. Whomever has the most kills at the end of the match is the winner. Remember that you can choose how the match will end under the Battle Type option in the Options Menu (see Page 9). Whether it's a timed match or a fight to earn the most kills, this is an exciting mode to play!

HINTS

Here's a few hints to help you out in the game. To find additional hints, check out gaming magazines or gaming websites for hints and other secrets for Arctic Thunder!

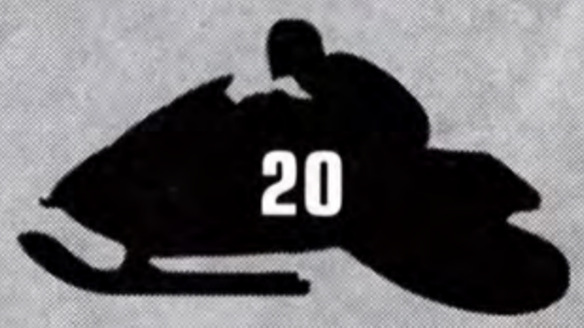
Try holding different button combinations as you hit a Trick Icon at the end of a ramp; you may find a few more tricks you can do!

Pay attention during the game's Loading Screens. They'll provide you with some excellent game strategies and hints.

At the start of a race, keep an eye on your Boost Meter. When the meter reaches the top, press the Accelerator button. Timing is crucial, but if you do it correctly, you will get a quick launch and be ahead of your competitors. The higher you stop the meter, the better the boost!

When you pick up a Super Attack weapon, your radar will display a light purple circle around your arrow. Everything inside this circle will be hit by your Super Attack. Use this indicator to help you take out multiple opponents with your Super Attack!

When playing Battle Mode, remember that if you have more than one type of weapon, you can switch which weapon you want to use. So if you have Arctic Snowballs and Snow Bombs and your opponent is chasing you, switch to the Snow Bombs and let him have it!



NOTES

Use this space to write down your earned hidden codes. Remember that hidden codes will be awarded for every Gold Medal you win in Race Mode.

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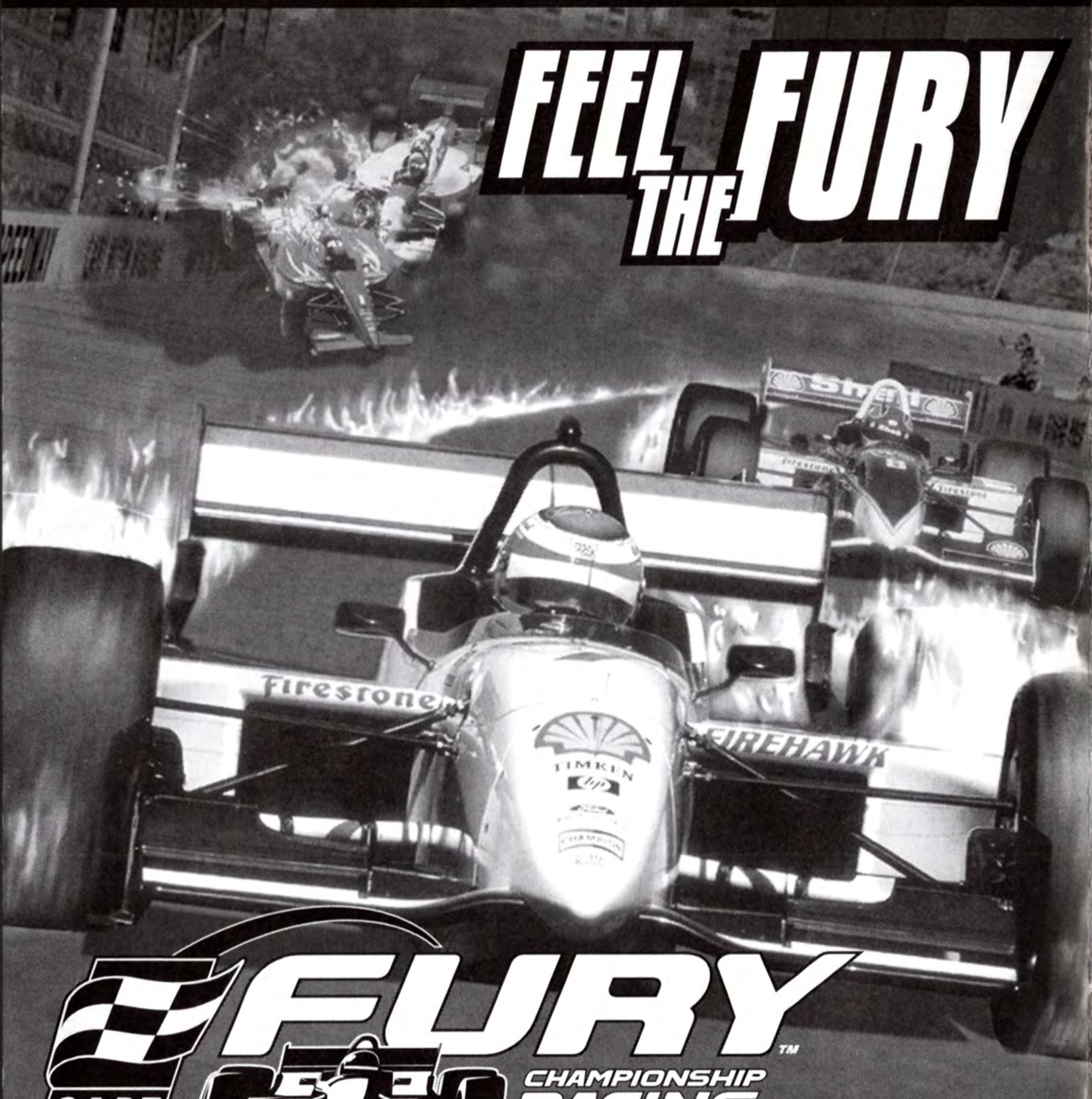

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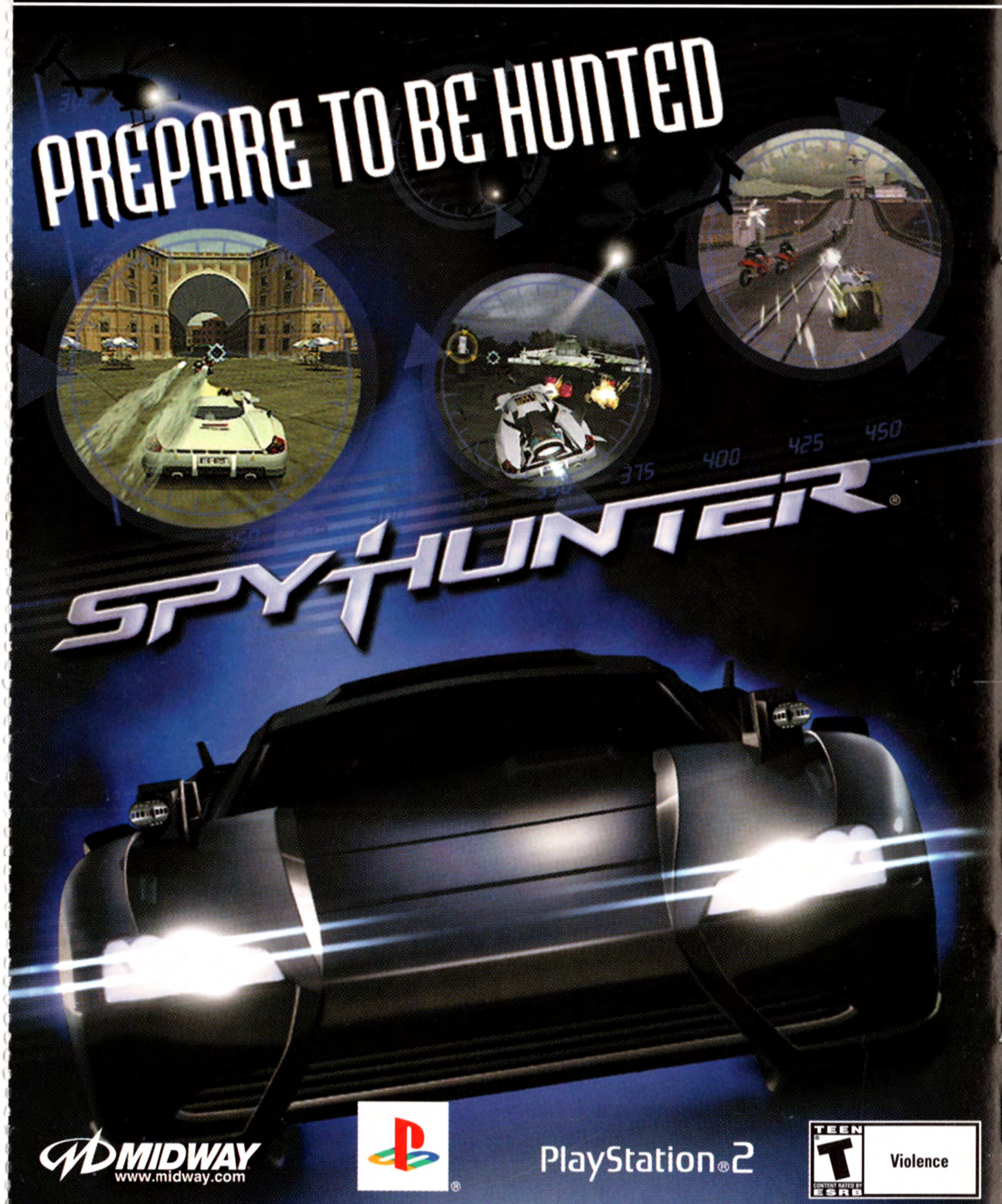

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